

# THE FLINTSTONES

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## AMSTRAD CPC 464/664 DISC

### CONTROL KEYS

Left	= Z
Right	= X
Up	= O
Down	= K
Fire	= Space
Pause ON/OFF	= H
BREAK	= CTRL & ESCAPE

### Painting Scene

Space bar = to paint

### Rescue Scene

Basic control keys

### Driving Scene

Fire	= Jump
Slow down	= Z
Speed up	= X
Jack up car	= O & K

### Bowling Scene

Move Fred up screen	= O
Move Fred down screen	= K
Add left hand spin	= Z
Add right hand spin	= X
Hold down space to select speed	
Release space on desired speed	

### LOADING INSTRUCTIONS

1 cpm

## Yabba Dabba Doo - it's the Weekend!

Fred is looking forward to the final of the Bedrock Super-Bowl contest the next day but Wilma reminds him of his promise to paint the living room before her Mother arrives.

No painting, no bowling!

Fred may not be much of a painter but Pebbles certainly is and when his back is turned she's drawing all over the walls. So Fred's task is not only to paint the wall before Wilma returns home but to keep Pebbles in her pen and to keep hold of that very elusive paintbrush!

## The Next Day

Fred and Barney set off for the Bowling final but run into trouble when they lose a wheel on Fred's car. How quickly can they find and fit a suitable replacement?

## The Bowling Alley

Fred and Barney have made it to the Bedrock Super-Bowl and it's Fred with his twinkle toes style against no-nonsense, butter finger Barney.

May the best man win.

## The Rescue

Fred and Barney return home to find Wilma very distressed as Pebbles has escaped from her pen and disappeared.

Fred eventually finds her perched high up on a stone girder, above the new building site, totally unaware of the dangers around her. It's Fred Flintstone to the rescue but with such a bewildering array of girders and ladders will he be able to get to her in time?

